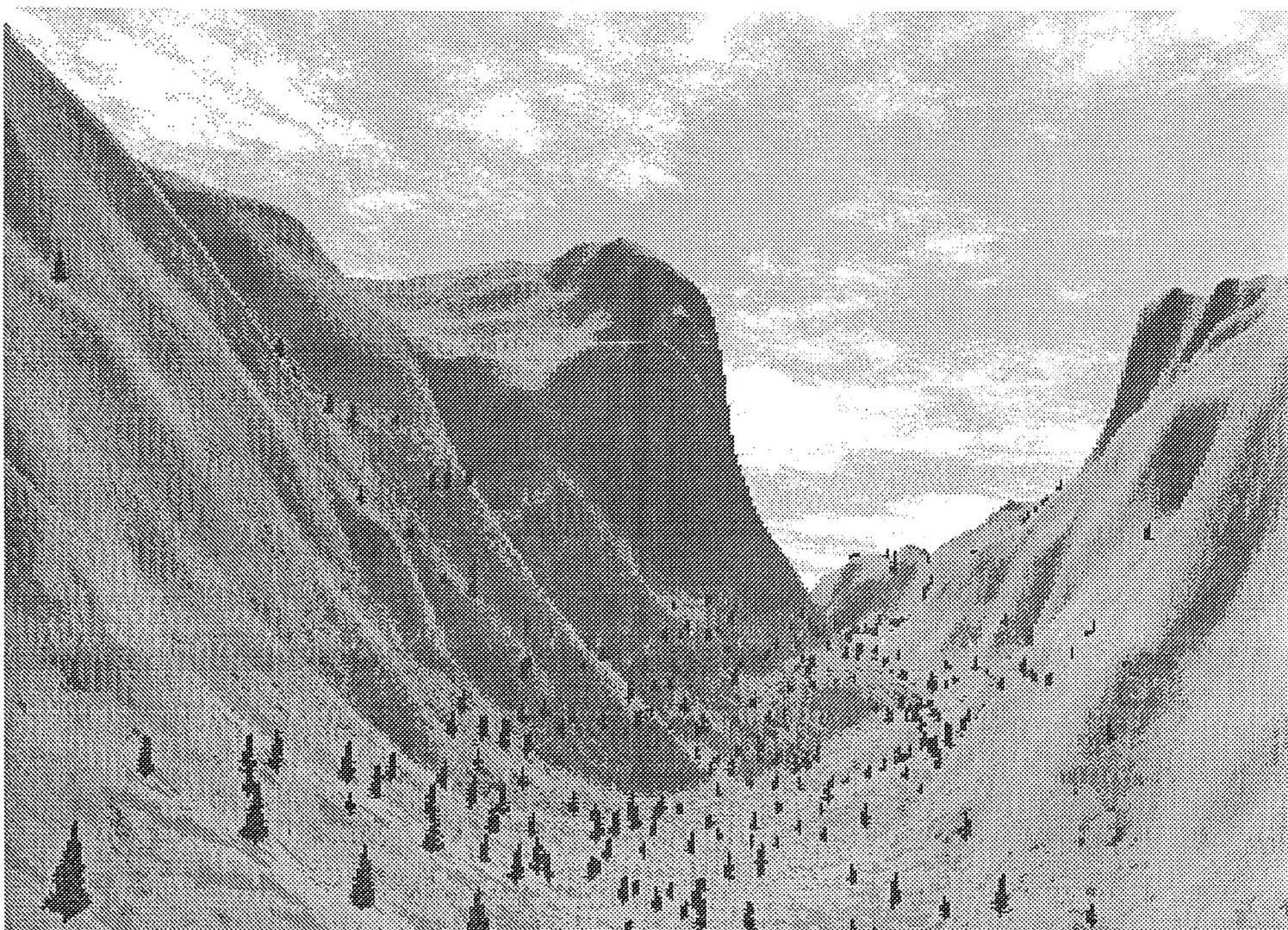


Canberra  
Amiga  
Users'  
Society  
Inc



Assign of the Times • Cubic Memory  
What's Happening With Commodore?  
Creating Fractals • Startrek Taglines

# Canberra Amiga Users' Society Inc

## Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 120 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

## Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

## Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

## Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Malcolm Reid and his team. To be a member of the bulletin board, you need to pay \$10.00 additional yearly subscription (and an extra \$5 for each family member who wishes their own account). The telephone number of the bulletin board is 294-3795.

## Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 10 November, December 8, December 10 (Xmas Party) and 12 January. Members are welcome to use all Workers' Club amenities on the night (as long as you are signed in).

The Beginners' Group runs from 7-7:45pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

## Newsletter Contributions

beCAUS is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out by the January 1995 meeting. The deadline for contributions to the newsletter is the end of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

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## Advertising Rates

	Full	Half	Quarter
Regular	\$25	\$19	\$10
Inside back	\$49	\$39	\$19
Back cover	\$74	\$59	\$29

## CAUS Committee (1994/5)

<b>President</b>	Steve Kennedy	254-6711(h)
<b>Vice President</b>	Michael O'Sullivan	268-8111(h)
<b>Secretary</b>	Ursula White	281-1872(h)
<b>M'ship Sec.</b>	Mathew Taylor	241-8892(h)
<b>Treasurer</b>	Clinton Sleath	251-2390(h)
<b>Editor</b>	Darryl Hartwig	293-2347(h)
<b>Committee</b>	Andrew White	281-1872(h)
	James McPhee	251-5202(h)
	Loy Winkler	

	A4	A5	A6
Flyer inserts	\$39	\$29	
Artworks	\$39	\$29	\$19

Copy is to be provided to the editor either in Amiga graphic file format or as appropriately sized printed copy.

## Production

The Editor for this newsletter was Darryl Hartwig. The copy was formatted using Professional Page v4.1 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print. The collating and mailing was done by the DTP SIG.

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## Front Cover

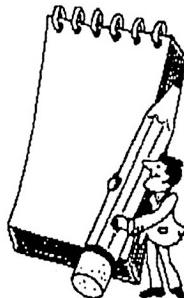
The front cover is only a little bit of what can be done with Scenery Animator 4 (much the same sort of thing as Visto Pro 3 - only better!). Watch for a review soon!

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## Editorial

Well! So, what are we to believe? Now it seems that the AAA chipset is not coming along at all (and that's a big pity as far as I'm concerned - I was really hanging out for it!).



The fate of Commodore International is still not certain. It seems that Commodore UK will be the winners, and that they will call themselves 'Amiga International'. They're all ready to go as soon as they know that they've won; producing A4000's mostly.

Onto this issue - Mathew is back with some more information on the Commodore situation. Leigh Murray has another article on Graphics. Andrew White has an interesting article on Cubic Memory (the way of the future?).

The Committee would like to take this opportunity to thank Joe McCully for all his hard work (Beginner's Group and C SIG). He will be sorely missed! Oh, by the way, he's going to Queensland. Good Luck, Joe.

Darryl Hartwig

P.S. Don't forget the Christmas party on December 10th! See *What's Happening* for more information.

---

## Gossip and Rumour The Spice of Life

by Mathew Taylor

By now most of you have probably given up believing what you have read or heard about Commodore's future. After so many forgotten deadlines, I can't blame you. But hey, life just isn't any fun without each month's round of rumours. So here we go (again).

Lets start with the current state of play with the liquidation of CBM and CEL. It is believed that the Commodore UK consortium (allegedly backed by a Chinese company known for illegal clones of Sega machines for Chinese customers) have put the highest bid on the table at this point.

It is alleged that the liquidators have given the other two bidders (CEI and a company from Germany called E-S-COM) one and one only chance to offer a deal better than Commodore UK's. After that, Commodore UK will have the absolute last chance to outbid their competitors if it proves necessary. It has also been suggested that the bidding companies were not told how big each other's bids were until this decision was made. The new bidding deadline is November 3rd 1994. I assume this is

(continued on page 10)

Professional Software  
call your dealer!

## ARexx Cookbook

Tutorial approach step by step  
Useful projects that perform worthwhile tasks  
ARexx and Postscript explained  
Index cross-referencing with Hawes &  
Commodore manuals

## Opus 4.1 /CanDo 2.51

All upgrades and tech support for Australian users through Desktop Utilities - registration \$15 for Opus and \$30 for CanDo, free for users whose packages came with DTU registration form

## Contact 2.1

Puts you in touch, instantly

New version - a page and a half of new features! This personal information manager will give you fast and easy access to addresses, phone numbers etc. Configurable modem device & dial prefix to select your preferred phone carrier at any time.

## MathsMaster II

Another new release!  
Now with mixed module combining addition, subtraction, multiplication and division, and a high score table. For primary ages - maths games.

## Desktop Utilities

PO Box 3053, Manuka, ACT 2603  
Phone (06) 239 6658 Fax 239 6619 BBS 239 6659

# Getting Started with Fractals

by Leigh Murray

## Introduction

In the July issue of the newsletter, several fractal pictures were published which I had created using programs from the TAD.Fractal disk. These pictures were, of course, only in black and white, and they were mere shadows of their technicolour selves. But they should give some idea of the type of pictures these programs can create: Wow!

Playing with a fractal program is one of many good ways beginners can learn to use their Amigas productively. So I thought an article highlighting how easy these programs can be to use, may encourage others to try them also.

## No Maths Necessary

Anyone can create beautiful fractal pictures. No understanding of maths is necessary nor is any artistic ability required. All you need is an Amiga, an interest in fractals, and patience while they draw. Of course, if you want to, you can get stuck into the maths as well. There is abundant reading matter available on the subject, and most authors of fractal pro-

grams include some theory in their program doc files.

## Sources of Fractal Programs

Two sources of fractal programs are the TAD.Fractal disk and the Fish series. There are seven fractal programs on TAD.Fractal; all of them are easy to use, suit all systems, and come with detailed notes to guide new users. There are many other such programs on public domain disks, particularly Fish disks (not all of these programs are suitable for beginners). Check that the program is compatible with your version of Workbench, and doesn't need an accelerator; the Fish listing will normally state these details. You can buy the Fish disks from any CAUS librarian; the TAD disks can be bought at CAUS meetings, or from the TAD office at other times.

## What Follows

Below is a guide to getting started in using fractal programs, plus brief notes on MandelMountains (one of my favourites, on TAD.Fractal). Note that some of the subjects covered below, such as swapping screens and prerequisite libraries, apply generally to

Amiga use - not just to fractal programs.

## Watching the Pictures Unfold

Most fractal images take a long time to render. I find it fascinating - almost mesmerising - to watch the pictures unfold, although sometimes I leave the longer-running ones to gurgle away unattended overnight, and have a wonderful fractal picture waiting for me when I wake.

## Working While You Wait

On the other hand, it is quite feasible to run other Amiga applications while the pictures are rendering. The multi-tasking capability of the Amiga makes this easy to do. But the computations needed for fractals take up a lot of computer cycles, so response time with other applications may be slow and jerky.

## Swapping Screens

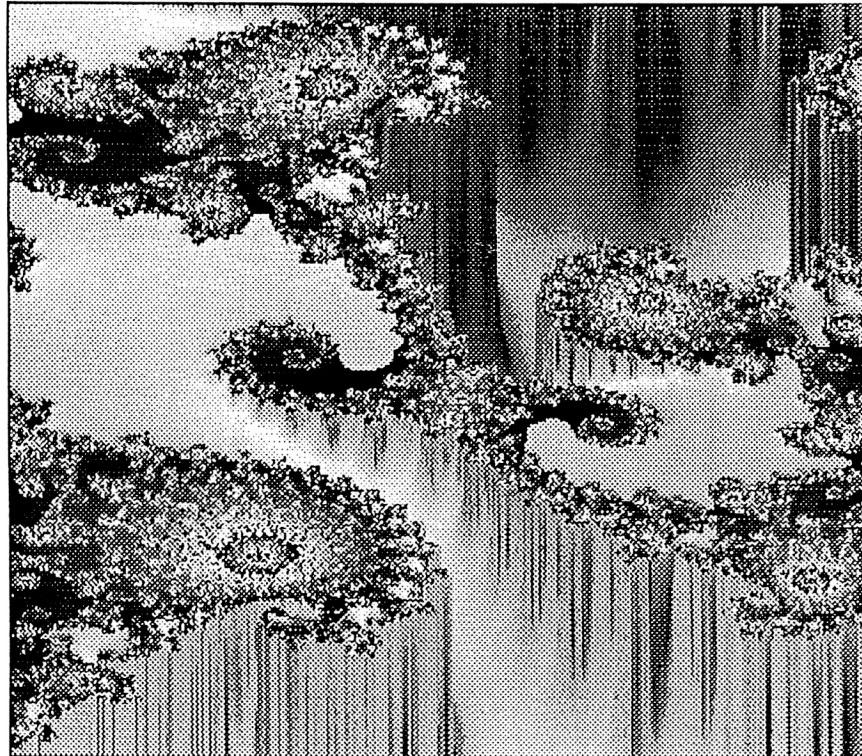
To change to another application, you need to be able to swap screens. This is easy when there are front/back gadgets for screen-swapping. However, some programs do not have title bars on their rendering screens, and others make this an option.

If there is no title bar and, therefore, no front/back gadget on a screen, you can still usually swap to other screens by using one of the very handy Left-Amiga/n and Left-Amiga/m key combinations.

By Left-Amiga/n combination, I mean that you hold down the left Amiga key and then press the n key; similarly for the Left-Amiga/m combination. These key combinations can be used to swap between all sorts of screens and Workbench.

The Left-Amiga/n combination always swaps back to the Workbench screen.

The Left-Amiga/m combination works differently on Workbench 1.3 systems and Workbench 2. On Workbench 1.3, it swaps you back to the screen you came from when you used the Left-



Amiga/n combination, whereas on Workbench 2 systems, it can be used to swap to the next screen if you have a number of screens open at once, and you can keep cycling through those screens by continuing to use it.

With the few AMOS programs I have tried, the Left-Amiga/n and m key combinations haven't worked. For these, I've found the Left-Amiga/a combination handy. By holding down the left Amiga key while pressing the a key, you can swap from an AMOS program to Workbench, and back from Workbench to the AMOS program.

### Activate the New Screen

Whenever you swap screens, remember that to activate a screen you have swapped to, you must click anywhere on that screen with the left mouse button to select it.

### Pre-requisite Libraries

Most fractal program depend on having certain libraries in the libs: directory. (The libs: directory is the directory called libs in the root directory of the Workbench disk you have booted from.)

For instance, many fractal programs (including MandelMountains) require mathtrans.library and mathieeedoubbas.library in libs:. These two libraries are normally present in libs:, but you may have removed them in

tailoring your Workbench disk.

Some fractal programs need non-standard libraries. For example, Lyapunovia uses ReqTools.library for file requesters, information boxes etc. This library is not on a standard Workbench disk as distributed by Commodore. So before running Lyapunovia, ReqTools.library must be copied to your libs: directory if you have not already done so for some other program that uses this library (it is

## All you need is an Amiga, an interest in fractals, and patience while they draw

often used by programs in the public domain). (Versions of ReqTools.library for Workbench 1.3/1.2 and Workbench 2 or higher are in the Lyapunovia drawer of TAD.Fractal, along with Install scripts.)

### Checking Libraries and Versions

You can check which libraries you have in libs: by opening a Shell (double-click on the Shell icon to do this), and typing

```
cd libs:  
dir
```

You can use the Version command to check which version you have of any particular file (as long as version details have been recorded for it). For instance, you can check the version of ReqTools.library (and whether you even have it) by typing

```
version reqtools.library
```

If the library is present, the version will be listed. If the library is not present, an error message will be issued

(eg Error: could not open reqtools.library)

### Copying Libraries

If you need to copy mathtrans.library or mathieeedoubbas.library, you will find them in the libs directory on the standard Workbench disk distributed by Commodore for the release of Workbench that you are currently using.

To do this, you could place the Workbench disk you booted from in drive df0: (not write-protected, but only while doing this operation), your original Workbench disk in df1: (ALWAYS keep this disk write-protected), and use a copy command such as

```
copy df1:libs/mathtrans.library to  
libs:
```

or (even easier), use a directory utility to copy the libraries.

(continued on page 11)

# Help! Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

### What's happening General Help

Paul Martin	10-10 M-Su	253-2121
Andrew White	6-8pm M-F	281-1872
Gordon Owittim	7-10pm M-Su	297-2692
Mathew Taylor	6-8pm M-Su	241-8892
Frank Keighley	6-7pm M-F	239-6658
Frank Keighley	6-7pm M-F	239-6658
Darryl Hartwig	6-8pm M-Th	293-2347
Andre Hogg	6-8pm M-F	290-2474
Colin Vance	6-8pm M-Su	241-7113
Mathew Taylor	6-8pm M-Su	241-8892
Darryl Hartwig	6-8pm M-Th	293-2347
Bernie Wiemers	6-8pm	248-9837
Andrew Boundy	8-10pm M-Th	291-6971
Mathew Taylor	6-8pm M-Su	241-8892

### Laser printing Desktop Publishing

### Desktop Video Beginners

### ProWrite Amos Superbase Wordperfect Hardware

Please contact the editor with updates to this list.

# Cubic Memory

by Andrew White

It's a familiar story... running out of memory while trying that "Imagine" render, loading an animation or even compiling a program! It's something all computer owners long for ... Megs and Megs of RAM (especially those who run the memory crunchers like MS-Windows!).

This is the situation facing the "Video on Demand" (pay TV) industry. The concept behind "Video on Demand" is similar to that of a large mainframe computer; many users accessing a large database... in this case the database is digitised "High Definition T.V." (HDTV) movies that are accessed "at random" by the pay TV customers (the users).

HDTV offers 4 times the resolution of conventional television, and each digitised frame contains 20 Mbits of data... (20Mbits X 30frames/sec X 60 sec X 90 minutes = ...um?... approx 6,000,000 Mbits!) - 6 terabits. That's enough to make the old A1000 with 2Mbits of RAM a little green.

That amount of data is the equivalent to about 1500 CD ROMs (at 4,000? Mbits each). The scale (and impossibility) of this enterprise becomes clear. (What would be the cost at today's prices per Meg of RAM?).

Well, there's money in pay TV (no pun intended), and millions of US\$ are being poured into making the impossible possible. Several companies around the world are working on ways to record, store and retrieve data using... light.

"Call/Recall" a Californian R&D company are using lasers to record and read data in 3 dimensions. They use a light sensitive plastic called "spirobenzopyran" (SP for short) in the shape of a cube. The structure of SP changes only when it is simultaneously struck by photons of green and infrared light. When it is hit by one colour alone, it

remains unchanged. After its structure has been altered by both lights, it will fluoresce when illuminated by green light alone.

OK, but how will this store data? On one side of the cube, there is a high definition LCD screen displaying the digital data to be stored (1s and 0s). This screen is illuminated by the green laser and shines through the cube. At right angles to this, the infrared laser shines a narrow beam through the cube. The result is a thin slice of the cube with the data stored on it (a "photo" of the LCD screen). The infrared beam can move along the cube storing thousands of these "photos".

To read the data, a green laser illuminates the required slice, it glows and a HDTV camera reads the digital "photo" and it is converted back to an electrical signal.

Using this technique, the inventors believe that they will be able to store 1 terabit of data in a cube about the size 5 audio cassette boxes! A computer using this device could locate data 50 times faster than a CD ROM and download it 1000 times faster! At that rate, a 90 minute HDTV movie could be downloaded to a customer in less than a minute!

There currently are problems (the device needs to be kept below 3 deg C and the lasers are hard to focus), however the inventors hope to have a practical, working prototype by the end of 1996.

Other companies are working on optical techniques using CDs to store holograms of information (instead of single bits of info). Taking that a step further is to store multiple holograms of data on the one location. Illuminating the same spot from different angles will produce individual holograms stored on it in a process known as "Angular Multiplexing". The data density of this technique would enable 1 terabit of data to be stored on just a few CDs.

Still other techniques involve storing multiple holograms on the one spot at different light frequencies! Combining this with Angular Multiplexing really starts to increase the old data density - 1 terabit/cubic centimetre to be exact! Once again there are a couple of catches... the data is only short lived and it only works at temperatures near absolute zero! However given the huge amounts of data capable of being stored, researchers feel confident that this technology could be on the market by the end of the decade.

It is thought that by the year 2000 the market for massive random access memory capacity could be worth \$500 billion dollars. With people talking that sort of money, you can be assured of hearing a lot more about new and unusual ways of storing data.

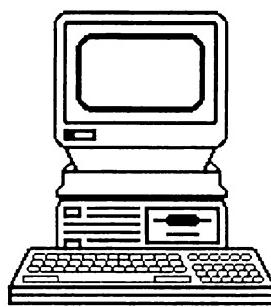
(continued on page 12)

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# CAUS Budget

## CAUS BUDGET 1 March 94 - 28 Feb 95

### Estimated income

Membership	\$1000
Newsletter advertising	\$10
Bank interest	\$70
Sale of discs	\$30
	-----
	\$1910

### Estimated expenditure

Newsletter printing, stamps and envelopes	\$1,000
Printing minutes for 1994 AGM	\$25
Stationery & consumables	\$100
Public risk insurance	\$420
CAUS advertising	\$50
Post box rental	\$125
CD-ROM player for PD	\$110
Blank Disks	\$110
1993 raffle 2nd prize	\$100
R.Ashcroft's 1995 fees	\$20
Room hire	\$15
Door prizes (AGM)	\$50
CD Rom Disks	\$110
	-----
	\$2,135

Current Bank balance \$4,120

## Don't forget!!!

**The November meeting is a Swap  
Meet and Trade Evening.**

**Bring along all those unwanted and  
unneeded games, productivity soft-  
ware and hardware for swap or sell!**

**Hopefully, we will have some ven-  
dors there as well.**

**Date: November 10th.**

## FOR SALE

### CHARITYWARE

Eleven disks for sale at \$6 each.  
All profits go to a Canberra charity,  
Technical Aid to Disabled (TAD).

### LOGIC GAMES

TAD.Tiles, AtomShoot, Interferon,  
Mosaic, Ishid-o-matic, PUZZ etc.

### ICONS

Icon editors/tools, 150 icons, Be-  
ginners' Guide.

### FRACTAL

Seven fractal programs with a de-  
tailed Beginners' Guide.

### HOME BREWER DISK

HyperBook of 100 recipes for  
beers, wines, liqueurs and fruit  
drinks.

### KIDS DISK

Designed for toddlers, it's got ani-  
mal sounds, cartoon pix, KeyBang  
etc.

### PIX DISKS (3)

Ready to use pix for illustrating let-  
ters etc: 2 disks black & white pix,  
1 disk coloured. Animals and plan-  
ts (many Aussies), cartoons, people.

### JIGSAW 2 and 3

Jigsaw program and slideshows  
(21-24 scenes, cartoons etc).

### FLIGHT

Flight Sims Theory, slideshow.

See David Bennett at the CAUS  
meeting to buy these disks, or ring  
TAD on (06) 285 4040 to order.

Please help a very worthwhile char-  
ity and get some great disks!

# Using Your Amiga - Assigns

by Antti Roppola

## Assign of the Times

"Then just put an assign in your startup". Do these eight words send chills up your spine? Do you have a hard disk full of programs that can halt nuclear proliferation, end world hunger and usher in a new age of world peace, but can't get them to work because you don't know how to make an assign? Well read on! Fooling around with your Amiga's operating system is easier than it's made out to be.

For this article, I will assume that you have an Amiga with some kind of hard drive, since hard drive owners will need them most often. In any case, the principles are the same for floppy based systems.

## What does an assign do?

All an "assign" does is to fool your Amiga into thinking that a drawer on your hard drive is in fact a floppy disk. So, if you ever get an error message saying "insert volume aaargghh in to any drive", and you don't have a disk called aaargghh (or whatever it's called), you can use an assign to point the way. It's just like going to the post office to have the program's mail redirected to its new home.

## Where do I make assignments?

This will require you to open a Shell or CLI. This isn't a big step, so be brave. When things settle down, you will get the command prompt, where you get to type in what you want your Amiga to do. It's just like workbench, except you have to tell the computer about things rather than pointing to them (imagine talking to a blind man). The first thing we will tell the computer is what we want to look at. Do this by typing;

```
cd s:<CR>
```

"cd" stands for Change Drawer. Presently, the computer will swap to the drawer called "s", the colon merely denotes that it is a special kind of

drawer. When things settle, type in the word "list", press return and your Amiga will spew out an impressive list of files that you may have never seen before.

The only file we're interested in is one called user-startup. This is where the assigns made by users are kept and is just a list of instructions that your Amiga follows whenever you switch it on. If you don't have a file called user-startup, you either:

- a) Don't have one yet. Or,
- b) Are running Workbench 1.3

Before we change the user-startup, let's make a backup copy of it. Although the chances of anything happening is remote, accidents do happen to the best of us. At the prompt type;

```
copy user-startup TO user-startup-backup<CR>
```

The "TO" keyword is optional, but helps to keep things clear in your mind. What this little command does is COPY the file called "user-startup"

## Do these eight words send chills up your spine?

TO a new file called "user-startup-backup". In other words, we have just made a duplicate of our precious user-startup called "user-startup-backup".

To change the user-startup, we will need to open it. Any text editor will do, but Memacs is a good one that comes with any Amiga. If you don't have a user-startup, the next step will create one. At the prompt type;

```
memacs user-startup<CR>
```

If you have Workbench 1.3, type

"memacs startup-sequence" instead.

Memacs is pronounced Em-E-Max, and is a micro-computer version of the hugely famous EMacs text editor. All we need to know about it is that is like a word processor, but without fancy options.

When the Memacs screen opens, you should see whatever is in your user-startup displayed on the screen. Don't change any of it. Yet. If you do by accident, just pull open the project menu and quit. If the text window is blank, it means you don't have anything in your user-startup yet.

Now, move the cursor down the screen using the cursor keys until it is on a new line (press return if you need a new line) at the bottom of the text (if your user-startup is unusually large, it may go off the bottom of the screen; if you have workbench 1.3, this is very likely). This is where we are going to put the assign. An "assign" is really just a simple command with three parts; i.e.

Assign old\_location: new\_location

The word "assign" tells your Amiga what it's supposed to do with the next two bits of information. The first bit of information is the name of the disk where the program came from (ie. DPaintIV:) and the second bit is the drawer where you put it on your hard drive (ie. Work:Graphics/DPaintIV). This way, whenever your Amiga needs something on the disk called "DPaintIV:", it knows it can find it on the partition called "Work:" in the drawer called "Graphics" in a drawer called "DPaintIV". In this example, the assign would look like this;

```
; Assigning Deluxe Paint
Assign DPaintIV: Work:Graphics/
DPaintIV
```

The line beginning with a semi-colon  
*(continued on page 10)*

# TAD Tiles

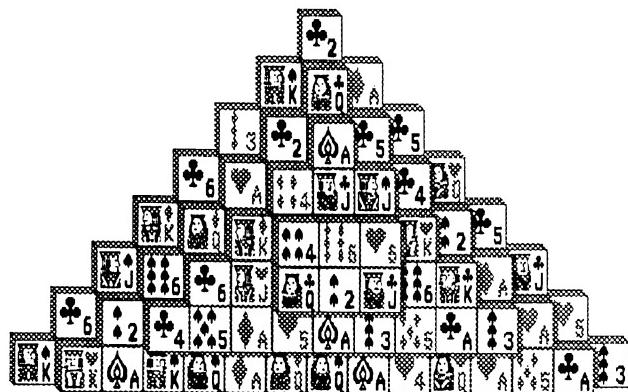
## A New Shanghai-type Game by Leigh Murray

TAD.Tiles is a major redevelopment by two CAUS members of the public domain game Tiles, a game similar in concept to the commercial game Shanghai (which is based on Mah-Jongg). Programming was done by David Bennett, who converted the Modula-2 code to C and then went into a coding frenzy for some months. The graphics, layouts, documentation and most of the testing was done by me.

The game is fully multitasking, so it is ideal for a quick game between productive tasks on the Amiga. (And, as

some of the new layouts are stinkers to solve, it is also suitable for longer sessions!) The new version sports multiple tile sets, many layouts, colour presets, and new options.

The TAD.Tiles version of Tiles was developed because I often have health problems, including blurred vision. Although Shanghai and other Mah-Jongg games are ideal for passing the time when unwell, none of them had suitable graphics for me. So Tiles was modified to provide exceptionally clear graphics and contrasting colours. And then we developed it further, by introducing a wide variety of layouts and tilesets, plus helpful options (such



### CAUS Public Domain Collection

The Society's Fred Fish collection of public domain software (now on CD and available at monthly meetings) contains a huge variety of goodies; from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The software is free for members (one of the many advantages of being a member)! If you don't have a disk, you may purchase one from the club (\$1 at the moment). Contact any committee member (see page 2), and they'll help you out. A catalogue disk is available to enable you to make your choice.

For those who want other than the Fish collection, the people listed below will be able to help:

Mathew Taylor	Palmerston	241-8892
Wayne Haesler		216-1236
Berencice Jacobs	Scullin	255-2284
Bernie Wiemers (AMOS)		248-9837
James McPhee		251-5202

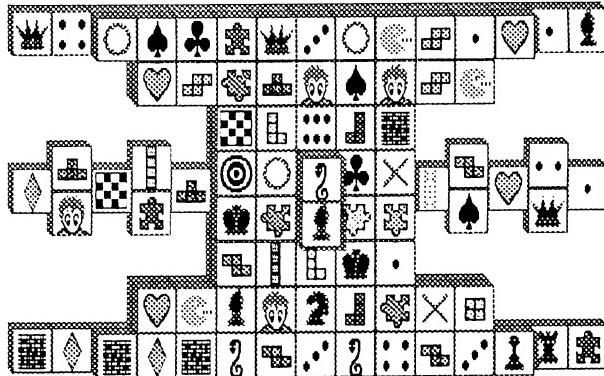
as Show Moves, Show Solution, Replay etc). It is now a much more interesting and challenging game.

TAD.Tiles will be released on the latest TAD Charity disk, Logic.Games, which also has a new version we developed of AtomShoot (an old C-64 game), plus a few extras: Mosaic (another C-64 game), Ishid-o-matic, PUZZ, Solitaire, Tetrix and Interferon.

Why not give someone (perhaps yourself!) and the charity (Technical Aid to Disabled) a small Christmas gift by buying this disk? Logic.Games should be on sale at the November CAUS meeting (and later meetings), or you can buy it directly from the TAD office in Lyons; like all of the TAD Charity disks, it only costs \$6.

Happy Amiga'ing  
*Leigh Murray*

Shown below and to the left are a couple of tile layouts from the TAD.Tiles game.



### Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Andre Hogie 290-2474 DeskTop Video

If anyone else out there would like to start their own SIG, please see a member of the committee.

An Animation SIG is also in the process of getting started - see elsewhere in this edition of the magazine.

# Famous Startrek Quotes!

The following are a collection of taglines I've gleaned from my reading of (mainly) the Star Trek echoes. Some of you might even think they're funny.

- Very funny Scotty! Now beam up my genitals!!
- Meeting Troi is embarrassing. She's always blushing at my thoughts.
- We are the Rock and Roll of Borg. We can't get no assimilation.
- Scotty!, beam me Augggg! #\$ NO CARRIER
- RED ALERT! Captain to the bridge, Cmdr Data is being formatted!
- Screw the Prime Directive... give the Borg a copy of Windows!
- (Ice rock hits the hull) "Captain, we are being hailed!"
- He's got a magnet! Everyone BACKUP! - Cmdr Data.
- Borg self help book #5: "Avoiding Premature Assimilation"
- Damn it, Jim!! I'm a Doctor, not a Tagline Writer!!!!
- Captain, I sense millions of minds focused on my cleavage.
- All female Metamorph's please disrobe for an official body spot count.
- I am James T. Kirk of Borg. See, I didn't die after all!
- "Ooh, VERY good, Worf. Eat any good books lately?" - Q.
- Star Trek IX - The Wrath of Nintendo.
- Klingon BBS - Phone lines are for girls!
- Vulcan BBS - Phone lines are illogical!
- Borg BBS - Phone lines are irrelevant!
- Overcome by jealousy, Data dismembers the Energizer Bunny.
- Yooooouuuuuu'rrreee irrelevant! Daffy Duck of Borg.
- Pink Floyd of Borg: All in all, we're all just Borgs in the Wall.
- Borgasm, n. The ecstacy of being assimilated.
- I am Bart of Borg. Assimilate my shorts, Dude!
- I am Shakespeare of Borg. Prepare to be, or not to be.
- This is a Ferengi tagline. Pay before you read it.
- Enterprise BBS, phone lines doing level 3 diagnostic!
- I said Crusher, NOT crush her! Worf to his brother Kurn.
- Energize! ...Hey! Where did that bunny come from?
- # of Vulcans needed to replace a bulb? Exactly 1.0000000000
- Data Compression: What you get when you squish an android.
- We are Ch.9 of Borg. Resistance is futile and so are our ratings.
- I am Gary Larson of Borg. Prepare your cows for assimilation.
- I am Bjorn Borg. You Trekkies stop laughing!
- I am Buffy of Borg. You will be like, totally assimilated!
- I am Tweety of Borg. Awwwhhhh! The poor poody cat got assimilated.
- Groucho Borg: "Thats the silliest thing I ever assimilated..."
- Being Bajoran means never having your sunglasses slip down your nose.
- BORG spreadsheet program. Locutus 1-2-3.
- "Tennis is irrelevant." - Bjorn Borg.

## Gossip and Rumour

(continued from page 3)

for the competitors, and that if they do up the bid, Commodore UK will get a week or two to respond.

But wait, there's more! CEI, I'm told, are so confident of winning the bid overall, that they have placed ads looking for a wide range of staff to startup Commodore operations in

West Chester!

If you ring in the next thirty minutes... Astec, a power supply manufacturing company, is said to have purchased Commodore's factory in the Philippines. If this is true, it could stall anyone's efforts to kick start Amiga production.

(continued on page 12)

## Assign of the Times

(continued from page 8)

is just a comment. I suggest you always add comments or you will not know what the assign is for later on. Naturally, you will have to substitute real path names when you do yours. Finally, pull down the project menu and select "save-exit". The Amiga will then save your changes and then exit. Re-boot your Amiga to get the Assign working. If you made a mistake, the Amiga will just skip what it cannot understand. In that case you will just have to open the user-startup again and fix it.

## PROBLEMS?

If you need to know the program's old address, you can either stick the disk into a drive and type "info" at a Shell or CLI prompt and look up the disk's name, or try to run the program until you get the "insert volume xyz:" error message.

If you weren't foresighted and forgot to make a note of where you put the program (like me), just flick to the Workbench using the top right gadget. Then just open disks and drawers and make a note of where you put the program like this;

Work:Graphics/DPaint

The location of the program is what you should put in your assign. Note the direction of the slash (/). All they do is mark drawers inside drawers. Alternatively, you can just type in the assign as suggested by the software's documentation.

## CONCLUSION

There you have it! by now you should have done your first assign. On the way, you also used the Shell, and a text editor normally used by Unix network administrators! If you have problems, look carefully at all of the spelling and punctuation, computers aren't very smart and you have to spell everything out to them.

# Getting Started With Fractals

(continued from page 5)

## Mandel Mountains

And now, brief notes on one fractal program, MandelMountains. There are two ways of starting MandelMountains from Workbench:

click on the MandelMountains icon; or

click on the icon called Initial.

If you take the first approach, MandelMountains will open a small window on the Workbench screen, showing parameters which can be modified by typing in any field. The default parameters and settings are those for the Initial picture, with the screen option set to overscan interlace, and red-yellow colour range. If you click on the front/back gadget in the top right-hand corner of the Workbench screen, you will be switched to a blank black screen. This is MandelMountains' rendering screen, and it can be a bit disconcerting the first time you meet it. See below for how to exit this screen.

If you take the second approach, MandelMountains will open the small window on the Workbench screen, load the Initial image and its parameters, and switch to the rendering screen to display the rendered image. The screen options for this image have been set to full-screen interlace, with a colour range of blue-cyan.

## Exiting the Rendering Screen

The standard way to exit the MandelMountains rendering screen, whether it is blank black, part-way through the process of rendering, or displaying a completed image, is to click once with the left mouse button (to select the

screen) and once with the right mouse button to tell MandelMountains that you want to return to the Workbench screen.

An alternative to this is to use one of the very handy Left-Amiga/n and Left-Amiga/m key combinations (see Swapping Screens above).

Remember to click anywhere in the MandelMountains window to reactivate it after you have swapped back from another application.

## Things to Try

Select Load Image from the menu. Experiment by changing the colours (you can cycle through the colour variations by pressing F1 repeatedly, or F2 to backtrack; this can be done at



any time during the rendering process or after picture completion). Or set the Mode to Julia instead of Mandelbrot. Or Zoom In, drag the mouse to outline the area (pushing the mouse away from you shrinks the zoom area, dragging it towards you expands it); press the right button to confirm the outlined area.

Select Start Rendering. The screen will go black, and eventually the image will start to appear at the bottom of the screen area; it takes ages (faster for Small Screen option), so do something else while it works. To exit the picture screen, click anywhere on the

screen with the left mouse button, and then with the right button; return to the screen via the Workbench front-back gadgets. You can stop rendering at any time by clicking on STOP, and Save Image if you wish (this IFF can be loaded into a paint program, such as DPaint III).

## Loading Image Parameters

When you load the image called Initial, the completed picture is loaded and the screen swapped to display that image. When you load image parameters only (by loading one of the files from a Parameters directory), the parameters are loaded and the display screen is blank black, but you have to create the image yourself with those parameters, by Start Rendering (choose the screen options you want first). These parameter files are actually IFFs that have been saved before any rendering has taken place (because the parameter IFFs take less than 3K, whereas a fully-rendered picture might take 100K).

## Correcting Faults

Briefly, by modifying parameters slightly, you can increase the 3D mountainous effect, reduce the area of colour, increase colour variation, and eliminate minor flaws in the rendered image. This is covered at length in the Beginners Guide on TAD.Fractal and in the program documentation.

## Finally

I find fractals absolutely fascinating. I love watching new fractal creations unfold, and I find they make great slideshows and interesting pictures for jigsaws. If you haven't already done so, why not try creating some fractals yourself?

Leigh Murray  
Queanbeyan NSW  
August 1994

□

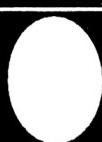
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C W C

### Cubic Memory

(continued from page 6)

I'll just wait until the "Amiga 9000" comes out sporting 1 terabit of chip RAM and 2 terabits of fast RAM as standard!

P.S. During the 1960's (when large commercial mainframe computers were just emerging into the real world), "RAM" consisted of magnetic rings on an intricate matrix of wires - 1 ring per bit... back then memory was costed at about \$1 million per 1/2 megabit!

### Reference

New Scientist, 13 August 1994, "The Trillion-Bit Cube" □

### Gossip and Rumours

(continued from page 10)

Hang on, don't put this mag down just yet, it gets better! Reports are filtering through of people who have recently purchased Amiga products that have manufacturing dates on them after May 1994! Know what that means kids? Someone is still making Amiga's. (There IS a God!)

Well, after all that, it still boils down to we just don't know what's going to happen or when. But at least lucky consumers can now purchase Workbench 3.1 for their Amiga!

In other news, the kind souls responsible for the Aminet archives on the Internet have released a statement with some great news for netters. For starters, <http://ftp.wustl.edu/~aminet/> is now operational. Aminet has now

## What's Happening?



### Upcoming Meetings

**November 10:** Sale Time and Swap Meet. Bring along all your old not-used-any-more software / hardware to sell. Wait, there's more! The good old standby - PD Games! Bring along some of the goodies you have at home or play some of ours.

**December 10:** X-mas Party! This year we're having it at Weston Park (won by a landslide vote!). BYO food, drink, etc. We'll start around 12 noon. Be there, and bring your kids! Look for the signs.

**January 12:** History Evening. The Amiga is an amazing machine. It's been going since 1985. Come along and learn bits and pieces about the Amiga you probably didn't know about... perhaps.

### Blank Disks

For Sale by the Club:

\$8 per box unformatted  
\$1 per disk formatted

See any member of the committee.

## For Sale

Syquest Internal  
Removable SCSI Hard  
Drive with 3 cartridges  
of 44Mb each

\$400 obo

Phone Mark Trencery on  
286-1358

passed the ten thousand (10,000!) file mark, and includes large number of new mod files. From the proceeds of CD-Rom sales, they have purchased a new three gigabyte hard disk what has gone online at the paderborn Aminet site, expanding the coverage of full Aminet sites available. □